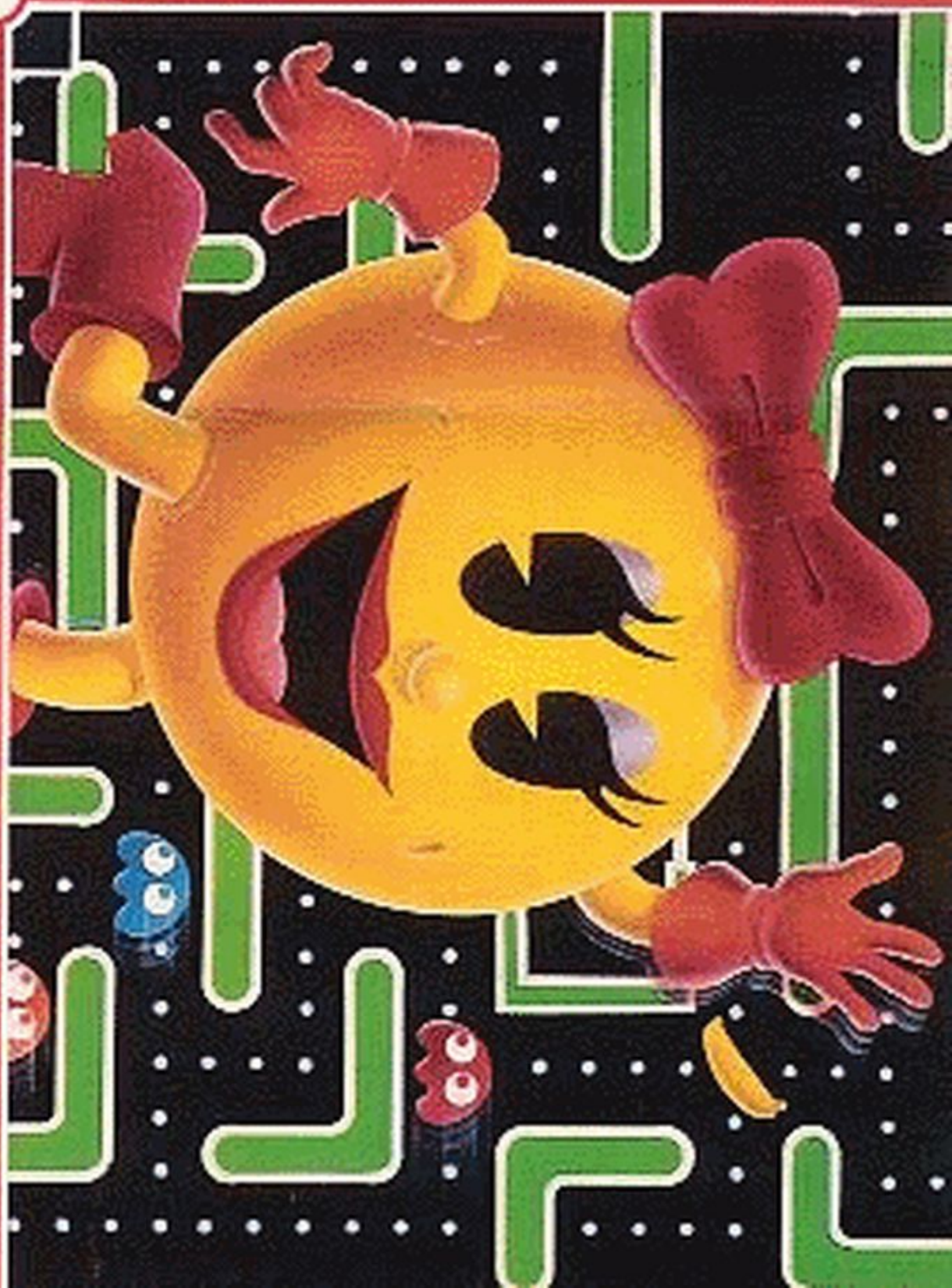
Ms. PAC-MAN™

INSTRUCTION BOOKLET



TENGEN

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OBJECT OF THE GAME/GAME DESCRIPTION: *Ms. Pac-Man is one hungry lady. Fortunately, she has a bunch of amazing mazes to gobble through, and lots of surprises around every corner. As Ms. Pac-Man, eat all the dots in one maze to go to the next. Watch out, though! There are four ghosts who want to gobble you up. Eat the energizers and gobble up those pesky ghosts for big points. Munch the bouncing fruits for bonus points. Start out with 3 lives and, with practice, get extra lives as you accumulate enough points. In the two-player game, the original Pac-Man can frolic with Ms. Pac-Man!*

PROBLEMS? We recommend that you read this instruction booklet to learn and master the operation of this game. By doing so you'll have hours and hours of fun with your family and friends! Should you have any further problems or questions about playing this game or any of Tengen's games, please call a Tengen game counselor at (408) 433-3999 Monday through Friday from 8:30AM - 6:00PM Pacific Time.

PRECAUTIONS: 1.This is a high precision game. It should not be stored in places that are very hot or cold. Never hit or drop it. Do not take it apart. 2. Avoid touching the connectors, do not get them wet or dirty. Doing so may damage the game. 3. Do not clean with benzene, paint thinner, alcohol or other such solvents.

MS. PAC-MAN: TM Namco, Ltd.; licensed to Tengen, Inc. ©1990 Tengen Inc.; ©1982 Namco, Ltd.

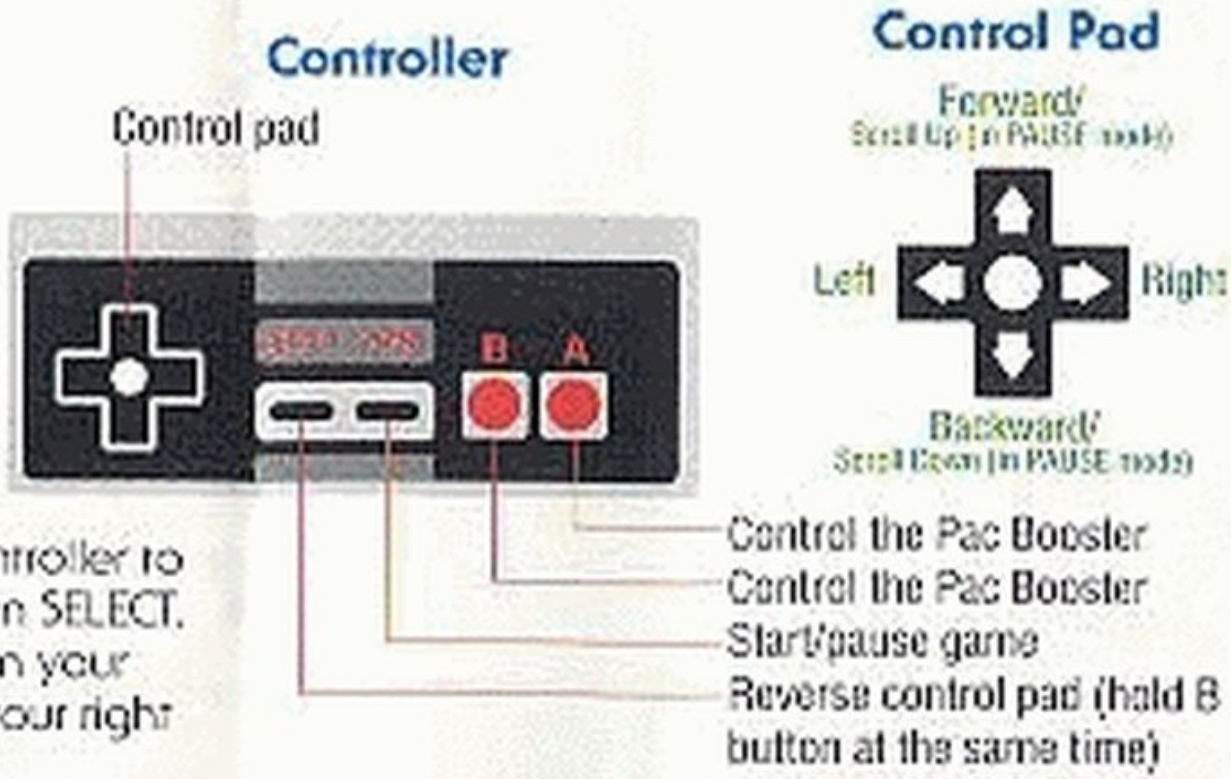
Note: In the interest of product improvement, specifications and design are subject to change without prior notice.

CONTROL FUNCTIONS

Ms. Pac-Man is for one or two players. To begin, plug your controller into Port 1. For 2 players, plug a second controller into Port 2. Use the control pad or a joystick to maneuver *Ms. Pac-Man* around the maze. The A and B buttons are used to control the Pac Booster, if it's turned on. The START button pauses the game, up to a maximum of 255 times per game. (If you use the slow motion feature on a special joystick which repeatedly pauses the game to create slow motion, you will lose the ability to pause after a few seconds.)

When you are paused, the word PAUSE will appear in the ghost box. You can then perform the following special functions:

1. You can view the top or bottom of the playfield to see where the dots and ghosts are by pressing UP or DOWN on the control pad.
2. You can "reverse" your controller by pressing B while holding down the SELECT button. To return the controller to normal, press A while holding down SELECT. Reversing the controller lets you turn your controller, making it easier to use your right hand on the control pad.



Holding down all four buttons on controller 1 resets the game, but keeps the option settings as they were.

THE GAME To get to the Option Screen, press the START button. On the Option Screen select game options using the control pad. To change option settings, use the A or B buttons. Here are all the options:

Game Type:

1 Player: you are on your own as Ms. Pac-Man.

2 Player alternating: you and a friend take turns as Ms. Pac-Man.

2 Player competitive: you and a friend can play at the same time. Player 1 is Ms. Pac-Man and player 2 is Pac-Man. When one player dies, both must go back to the starting point. If one player eats an energizer, the other becomes weak and can no longer eat dots or ghosts. A weakened player can either wait until the opponent's energizer wears off or eat another energizer to get back to normal right away.

2 Player cooperative: same as competitive, except you cannot become weak, and the game displays a total score.

Note: When Pac-Man and Ms. Pac-Man bounce into one another, they get sent off in the opposite direction at high speed until they hit a wall.

Secret trick: Try bouncing into each other in a tunnel on the higher levels.

Game Difficulty:

Normal, Easy, Hard and Crazy — controls the speed of the players and the speed of the ghosts.

Pac Booster

Gives you extra speed to outrun those pesky ghosts. Speed streaks are displayed behind Ms. Pac-Man and Pac-Man when the Pac Booster is turned on.

Off: no Pac Booster.

Use A or B: to turn on the Pac Booster, either hold down the A button or hit the B button once. If you turn on the Pac Booster with the B button, you can turn it off by hitting the B button again.

Always on: the Pac Booster is always on.

Maze Selection

Arcade: four mazes from the original arcade game.

Mini: smaller mazes to cut down on vertical scrolling.

Big: extra big mazes.

Strange: many different mazes; some are really strange.

There are 36 entirely different mazes in the game. Can you find them all?

Starting Level

Selects any level from 1 to 7 from which to start. On the higher levels, the ghosts move faster and you will see new mazes.

Extra Lives

You get an extra life at 10,000 points. Additional extra lives are available at 50,000, 100,000 and 300,000 points, but only if you select the mini, big or strange mazes.

Fruits

Eat the bouncing fruits for bonus points.
If you select the strange mazes, strange fruits will appear starting at level 8. Some of these aren't fruits at all, but they are worth big bonus points just the same.

Game Programmer: Franz Lanzinger
Thanks to: Jeff Yonan and Dave O'Riva
Manual and Packaging Artwork: Louis Saekow Design

COMPLIANCE WITH FCC REGULATIONS

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

— Reorient the receiving antenna.
— Relocate the NES with respect to the receiver.
— Move the NES away from the receiver.
— Plug the NES into a different outlet so that computer and receiver are on different circuits.

If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful:

How to Identify and Resolve Radio-TV Interference Problems

This booklet is available from the U.S. Government Printing Office, Washington, D.C. 20402, Stock No. 004-000-00345-4.

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